

#This is an
Input/Output
AI Chatbot
based on
Manual Rules

```
import os
os.system('color 3f') # sets the background to blue

#make Python speak
import win32com.client as wincl
speak = wincl.Dispatch("SAPI.SpVoice")

#start the conversation
print('Hi mate!') #greeting
speak.Speak('Hi mate!')

#keep going the conversation
print('Whats your name?') #ask
speak.Speak('Whats your name?')
Name = input() #save answer

print('Im glad to meet you, ' + Name + '!!!') #reply
speak.Speak('Im glad to meet you, ' + Name + '!!!')
print('The number of letters of your name is:')
speak.Speak('The number of letters of your name is:')
print(len(Name))
speak.Speak(len(Name))

#keep going the conversation
print('How old are you?') #ask
speak.Speak('How old are you?')
Reply = input() #save answer
print('Okay, then you will be ' + str(int(Reply) + 1) + ' next year.')
#reply
speak.Speak('Okay, then you will be ' + str(int(Reply) + 1) + ' next
year.')

#keep going the conversation
print('Whats the name of your brother?') #ask
speak.Speak('Whats the name of your brother?')
Reply = input() #save answer
print('Awesome!, my brothers name is also ' + Reply + '!!!') #reply
speak.Speak('Awesome!, my brothers name is also ' + Reply + '!!!')
#keep going the conversation
print('What is your aunts name?') #ask
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speak.Speak('What is your aunts name?')
Reply = input() #save answer
print('Ah ha! I do not have any aunt whose name is ' + Reply) #reply
speak.Speak('Ah ha! I do not have any aunt whose name is ' + Reply)

#keep going the conversation
print('And do you have an aunt named Jeniffer?') #ask
speak.Speak('And do you have an aunt named Jeniffer?')
Reply = input() #save answer
print('Okay, I have 2 aunts whose name is Jeniffer') #reply
speak.Speak('Okay, I have 2 aunts whose name is Jeniffer')

#keep going the conversation
print('By the way, are you enjoying this conversation?') #ask
speak.Speak('By the way, are you enjoying this conversation?')
Reply = input() #save answer
print('Oh nice, me too. I needed to talk to someone, even if its just a
human. Although the machines give me more game! Just kidding ' + Name +
'!!') #reply
speak.Speak('Oh nice, me too. I needed to talk to someone, even if its
just a human. Although the machines give me more game! Just kidding ' +
Name + '!!')

#keep going the conversation
print('Can you lend me your new car?') #ask
speak.Speak('Can you lend me your new car?')
Reply = input() #save answer
print('Oh, well, tomorrow Ill pick it up early. Perfect, well talk
tomorrow when I come back. Bye ' + Name) #reply
speak.Speak('Oh, well, tomorrow Ill pick it up early. Perfect, well talk
tomorrow when I come back. Bye' + Name)

```